



# **Ed. Tech**

## *Professional Development*

### *Fall 2015*

#### **August**

- 8 -13 [Back to School: Transforming Student Writing with Digital Tools Date of Event](#)
- 8 -25 **Webinar:** [Digital Tools and Formative Assessment: Part 1 of 3](#)
- 8 -26 **Webinar:** [Digital Tools and Formative Assessment: Part 2 of 3](#)
- 8 -27 **Webinar:** [Digital Tools and Formative Assessment: Part 3 of 3](#)

#### **September**

- 9 -2 [Harness the Power of Video to Transform Teaching and Learning in the Classroom](#)
- 9 -16 **Webinar:** [Productivity: Chrome Extensions for the Classroom--Part 1 of 3](#)
- 9 -23 **Webinar:** [Productivity: Chrome Extensions for the Classroom--Part 2 of 3](#)
- 9 -30 **Webinar:** [Productivity: Chrome Apps for the Classroom--Part 3 of 3](#)

#### **October**

- 10-6 [Game Based Learning Workshop: How Digital Games Support the Standards and Student Achievement in Reading and Writing](#)
- 10 -14 **Webinar:** [Creating and Using Infographics in STEM Part 1 of 2](#)
- 10 -15 **Webinar:** [Creating and Using Infographics in STEM Part 1 of 2](#)
- 10-24 [EXTERNAL EVENT in collaboration with Arizona K12 Center: Investigating and Exploring Technology and Arizona's College and Career Ready ELA Standards](#)

#### **November**

- 11 -9 [Harness the Power of Video to Transform Teaching and Learning in the Classroom](#)
- 11 -19 **Webinar:** [Engage Students in Math with SketchUp Pro](#)
- 11 -17 **Webinar:** [Integrating Technology to Support Writing in Mathematics](#)
- 11 -23 **Webinar:** [Curate the Web with Social Bookmarking site Diigo](#)

#### **December**

- 12 -1 [Game Based Learning Workshop: How Digital Games Support the Standards and Student Achievement in Reading and Writing](#)
- 12 -14 **Webinar:** [Digital Tools for Digital Learners Webinar Series: Going Interactive with Thinglink](#)